

MARVEL®
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THE REAL

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GH0STBUSTERS™





Howdy, folks and welcome to issue 61 of **THE REAL GHOSTBUSTERS!** Yes, it's summertime and you know what that means, don't you? Tourists! Now, it's a well known fact that ghosts are one of England's many tourist attractions, especially to our American buddies, but our ghostbusting heroes get more than a ghost tour in when they visit our capital's Tower of London in **Tourists of Terror!** Then Winston has to fortify himself against some more trouble when he finds out that an English ghost's home really is its castle in this week's **Winston's Diary!** It seems that the South East of England really does have a plague of ghosts on its hands, for there's a burrowing phantom on the loose down the Channel Tunnel in **Demon Digger!** Then to complete the horrors, Winston has a *bone to pick with somebody* in **Bonebusting!** Who can it be? Read on and find out!

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THE REAL GHOSTBUSTERS™



PETER VENKMAN



EGON SPENGLER



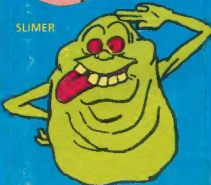
RAY STANTZ



WINSTON ZEDDMORE



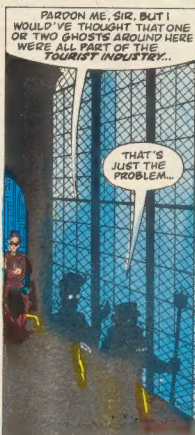
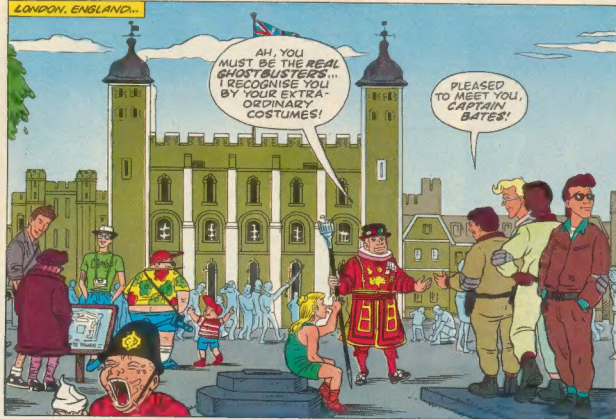
JANINE MELNITZ



SLIMER

THE REAL GHOSTBUSTERS™

LONDON, ENGLAND...

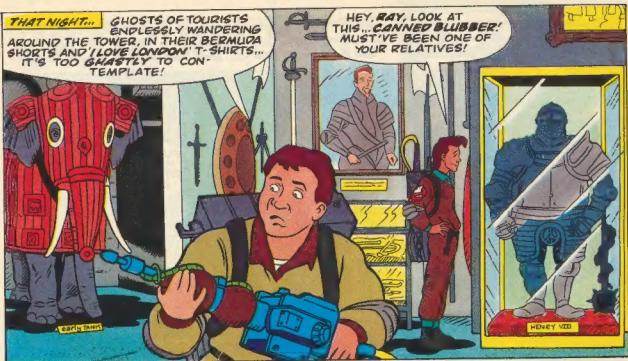


Story GLENN DAKIN / Art ILYA and DAVE HARWOOD / Lettering HEL / Colouring STUART PLACE

THAT NIGHT...

GHOSTS OF TOURISTS
ENDLESSLY WANDERING
AROUND THE TOWER, IN THEIR BERMUZA
SHORTS AND I LOVE LONDON T-SHIRTS...
IT'S TOO GHOSTLY TO CON-
TEMPLATE!

HEY, RAY, LOOK AT
THIS... CANNED SLUBBER!
MUST'VE BEEN ONE OF
YOUR RELATIVES!



AWWW! WHAT A
QUAINT TORTURE
CHAMBER.
HONEY!

THAT
SOUNDS LIKE
THEM,
PETER!



THEY'RE COMING
STRAIGHT TOWARDS
US!

GULP!



BOOMPH!

RAY?
PETER?

LET'S
HOPE WE'RE
IN TIME,
EGON!

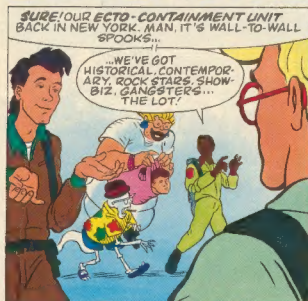


PETER...
SPEAK TO US! WHAT
HAPPENED?

THEY...
THEY TOOK A
PHOTO OF
ME!







SPENGLER'S

SPIRIT

GUIDE

Places rich in ancient history tend to breed strong psychic manifestations, as you already well know. We've been out busting a lot of ghosts in London and other parts of South East England recently and with a city as old as Britain's capital it's hardly surprising. As for the South Eastern Counties like Kent, when you consider that most invasions of Britain throughout history landed there, it's really far from strange that the place should have a high Spectre-o-graphic level. Here are some classic ghosts from that neck of the woods:



PART 61

THE LODDEN BARNEY

The tiny village of Lodden in East Kent is host to a spectacular manifestation on the third Friday in every month, at ten minutes to nine in the morning. It is the psychic echo of a pitched battle fought in 1952 between two rival dairies who were competing for the Lodden milk round. The haunting takes the form of several shimmering spectres in white peaked hats and stripey blue aprons gliding across the village street from gate to gate, accompanied by the sound of clinking glass, phantom electric floats and someone whistling 'The Sun has got his hat on'. Suddenly there is a milk-curdling scream of 'Oi, this is my patch, mate!' and then, after some rather

indistinct mumbling, the entire parish area of Lodden is covered in ectoplasmic double cream and leaflets advertising the 'Buy now – save later' Christmas Hamper offer. Local residents tried to make this a tourist attraction and attempted to milk it for all it was worth, but the scale of the haunting soon had even the hardest tourist cowed into submission and they tended to head for udder attractions in Kent.

WILLIAM THE CONKERER

The ghost of this Norman knight is said to roam the horse chestnut groves near Strood moaning 'Want a game? I've got a forty-sixer ...'

SIR THOMAS WYNOTT

Famous Elizabethan nobleman and rebel who rode to London demanding that Parliament should build a bridge joining Kent to France in order to facilitate international trade and the odd invasion on the sly. The Queen had him executed for being a 'traitor and an utter dipstick'. His ghost can now be seen around the mouth of the Chunnel excavations muttering 'No, a bridge, I said a bridge!'

GARETH 'UNIT TRUSTS' FONTINGTON

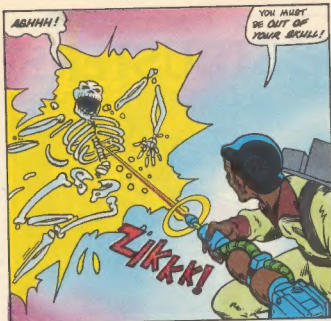
The ghost of this yuppie stockbroker has been sighted off and on for the last couple of years, zooming around the M25 looking for junction 41.

KOT

This is an incredibly ancient spectre who is rumoured to be the ghost of a stone age monolith builder and cave painter. A Stone circle rumoured to be his handiwork called 'Kot's Ring' lies just to the west of Ubble in West Sussex. It is here he appears, a massive, hairy cave-man in furs, standing by the main sarsen stone of the ring with a terrible look on his face and making the most terrible noise. The noise has been translated as being a dialect oath roughly meaning 'You! You with the pulley! Get this blasted rock off my foot right now!'

THE REAL GHOSTBUSTERS™





DEAD TRUE!

It's horrific and ghastly and
what's more, it's a true tale of terror!

Dare you read on?



ne of
England's
most famous
and haunted
places is cer-
tainly the Tower of Lon-
don. This is hardly surpris-
ing when you stop to
consider the number of
unfortunate victims who
were to spend their final
screaming hours on this
blood-soaked spot!

The Tower's terrible
history goes back more
than seven hundred
years, but the apparition
which seems to haunt this
gruesome place more
than any other, belonged
to the sixteenth century.
It is, in fact, the ghost of
Anne Boleyn, the second
wife of Henry VIII, who
was beheaded at the
Tower on a charge of
adultery on May 19th,
1536.

It seems that Anne's
phantom spirit does not
roam in one particular
place. Sightings have
been often and varied.

The sentries who patrol
the Tower and its
grounds have seen her
ghost pacing up and
down outside the small
church which is situated
there. One of these
accounts states that a
guard saw a strange light
emanating from within
the chapel. Gaspl! Holding
his breath, he managed
to reach a window. To his
ghastly fascination, he
saw a ghostly and glow-
ing procession of knights
and ladies making their
way, in line, towards the
altar. Their dress was of a
Tudor fashion and the
guard recognized the
leading figure from her
portraits to be Anne
Boleyn. The moment she
reached the altar, the
spectral scene vanished,
plunging the chapel into
darkness once more!

Often, Anne's ghost is
seen around the time
when other executions
took place. At 2am on
February 1915, Sergeant

William Nicholls and his
watch witnessed the sight
of a woman who wore a
brown dress with a neck
ruff, in the Tudor style.
She disappeared into a
wall having walked down
one side of the Tower
towards the Thames.


One sentry was even
court-martialled in 1864
due to Anne's ghost. The
poor man was accused of
having fallen asleep dur-
ing his watch. He had, in
fact, been unconscious
outside the King's House
having seen an eerie
white figure coming
towards him! As if this
wasn't bad enough, the
figure's bonnet seemed
to be completely empty
of a head and when he
ran the bayonet of his
rifle through the body as
it approached, a flash of
fire ran up the barrel and
he fainted. The
unabashed horror of it!



WINSTON'S DIARY

A DAY IN THE LIFE OF WINSTON ZEDDMORE



Story JOHN FREEMAN  Art JOHN MARSHALL and DAVE HARWOOD

Tuesday, 1st of July

After a while, spooky castles can become pretty boring. When you've busted one headless free-roaming phantom, you've busted them all, I say. Lucky for us we haven't, I suppose, or we'd be out of a job. When Lord Burthfurble called Egon and I in to deal with 'a bally ghost in armour, what?' I couldn't help wishing we had a dragon or a lively ogre to deal with. Ghosts in armour I thought – no problem. Well, nearly . . .



It was while we were in England that we were called to Burthfurble Castle, a job Egon and I felt sure we could handle. Apparently, the ghost of a soldier of the Queen's Foot (a headless phantom, I thought) was causing a few problems.

"A ghost is jolly good for business," snapped Lord Burthfurble in that clipped accent English lords all seem to have, "But not when it starts chasing tourists who want to see it, with an axe!" "This spirit seems to possess a particularly violent nature," said Egon, consulting his PKE Meter with one hand and flicking through Tobin's Spirit Guide with the other. "It's pretty angry, too," I replied. Egon found Burthfurble Castle under B, where I expected it and told us we would

be most likely to find the ghost in the stables, which I didn't. "The stables were formerly the armoury," explained Egon. I shrugged and followed him into the courtyard.

The castle was huge, with walls ten feet thick – it was very old, too. A couple of ravens cawed angrily at us as we made for the stables. Spotted we were Americans, I suppose. Anyway, Egon scanned the stables for PKE activity and got just residual traces of Psycho Kinetic Energy. "Perhaps it's gone fishing in the moat," I suggested, removing my Proton Pack and Gun to check the power levels.

"Fishing? Nay sir, I was merely taking my watch!" said a deep voice that came from a very black suit of armour. Before I could move, the same suit of armour grabbed the Proton Gun from my hands and held it up in the air. "Pon my soul, what a strange weapon," cried the ghost (I guessed it was the ghost from the way the armour glowed green from all its chinks and eyeholes). "Is this how it works?" he cried, pointing it at Egon and I and pressing the firing stud. We dived for cover.

The Proton beam tore through the side of the stables. Horses reared up, frightened. We jumped up, terrified and ran for the door. "Witchcraft!" shouted the ghost, firing again, "Nay – wizardry!"

"Big trouble!" muttered Egon. "We've got to get that Proton Pack away from the ghost before I can capture it with mine." "I agree," I agreed, dodging another near-lethal blast of energy that tore chunks of masonry out of the wall, "Do you want to ask for it, or shall I?"

The ghost advanced again, clanking away, blasting at us as he came closer. Egon and I dived into a tower and raced up a spiral staircase, heading for the battlements. At the top, we paused for breath. I looked over the ramparts at the moat below. "Lucky the tide's in," I said, "I have an idea."



The ghost emerged at the top of the stairs and aimed at us again, as it giggled horribly. "Call yourself a warrior," I shouted, "How would you fare in hand to hand combat, without your magic weapon?"

"Dost thou accuse me of being a coward?!" screamed the ghost, throwing down the Proton Pack and Gun. "Have at thee, then!"

It's not easy fighting anyone in armour, especially something with supernatural strength. We pushed backwards and forwards on the battlements while Egon readied his Proton Gun, expecting me to stand away from the menace. It must have realised this and grabbed me even tighter. "Your friend seems to be keen to use his magic wand," it hissed, "But not methinks while we battle like this!" It cackled again and tried to thump me with a mailed fist.

This was getting dangerous, but I had a plan you see. It just depended on how stupid the ghost was. With a sudden push I broke free and leapt onto the battlements. Egon quickly tried to blast the ghost, but the Proton beam bounced off the armour, as I expected. We had to get it out of the armour! "Call yourself a

fighter," I snapped "let's make things a little dangerous, shall we?" The ghost rattled its armour and climbed onto the battlements. "I've fought on higher battlements than this fool," it hissed and immediately rushed towards me. I dodged – it wailed as with a neat trip of



my boot, the armour went sailing into the air and down into the moat. "Gadzooks!" shouted the ghost, drifting out of the armour. "Get it, Egon!" I shouted, but Egon didn't need to be told. Out of its armour, the ghost was defenceless and we reeled it into a trap with no problems at all.

"Easy," I said.

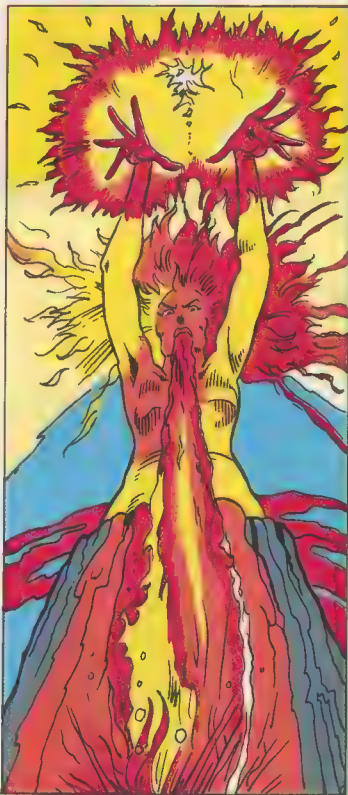
"Most unscientific," replied Egon. "But very effective."

"Does that mean it worked," I asked, jokingly. Egon looked at me with a look that meant 'Let me tell you in a twelve hours detailed description the best way to catch a ghost in armour', and I quickly headed for the stairs. Well, interesting as Egon's lecture was bound (not) to be, I really had to retrieve a suit of armour out of the moat, didn't I?



THE FIRE GODDESS

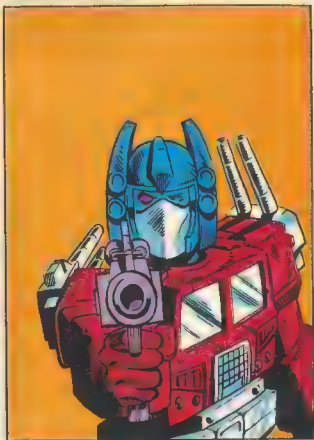
You have to agree that an active volcano is bad enough. It's a happening which has been known to send grown men screaming to far distant lands, preferably ones which are covered in snow! But even worse than an active volcano, is a volcano which houses a fire goddess. One such burning mountain of lava was the volcano on the tropical island of Hawaii where a goddess named Watininwini resided. Talk about a fiery temper! The word 'Watininwini' actually means in English, 'The fiery dragon woman with flaming tongue and very hot breath'. Whatever next! The trouble all started when it became illegal to offer human sacrifices to the ancient goddess. She wasn't quite so impressed with gifts of squashy little fruits which were offered as a substitute. So, as a protest to such meagre presents, she erupted in a manner of speaking, unleashing Ectomagma lava. Peter and Egon managed to petrify her in return, however, because the Proton Guns turned her to stone!



THE WAR CONTINUES...



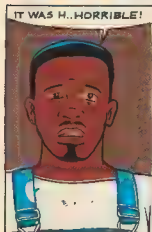
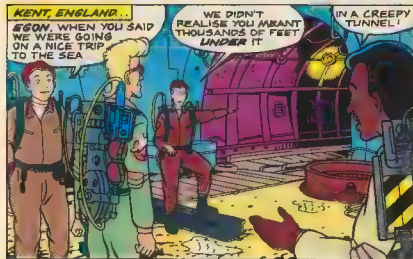
EVERY WEEK IN...

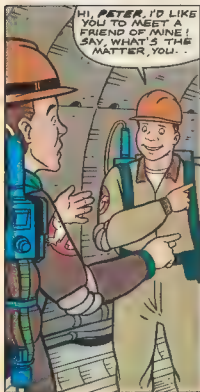
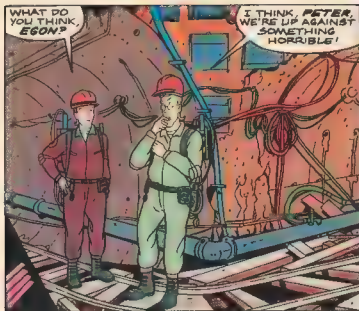


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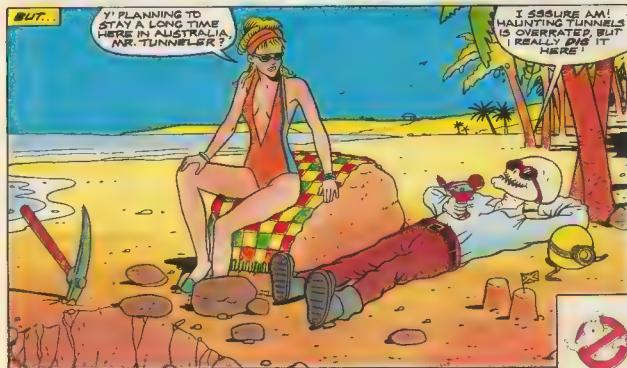
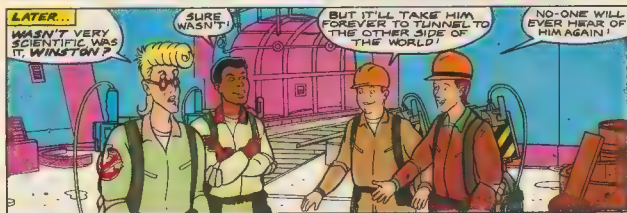
THE REAL GHOSTBUSTERS™

DEMON DIGGER









GH~~OST~~ WRITING!



Howdy! I hope you're all feeling suitably ghostly and inquisitive, 'cos I am about to answer your ghostly and inquisitive questions! Here goes ...

Dear Peter ...

Please could you tell me:

1. Who will run the Ghostbusters after you?
2. How long will Slimer live for?
3. Did you believe in ghosts before you became a Ghostbuster?

— Jane Wilson, Hitchin

Thanks for your letter, Jane. 1. Don't you think it's a bit early for us to start thinking about that? If any of us are for some reason not able to carry on Ghostbusting, I'm sure there'll be a cool replacement out there somewhere. Right now, though, we're content with basking in our own stardom! 2. This question is definitely a piece of bad craziness! Slimer isn't alive, he's a ghost! Silly! 3. Of course.

In issue 48 you said that human beings could not get sucked up into a ghost trap, but in issue 50's ECTO-X story, you and the other Ghostbusters were sucked into a trap. Why is this?

— Stuart and Jurgen, Eyemouth

I'm glad you asked that question, because that's a very interesting one. We actually thought before the incident with ECTO-X that it was a physical impossibility to get sucked into a trap under normal circumstances. Looks like we were wrong! Look, we're only human, okay?

I have a couple of questions to ask you:

1. If ectoplasm is lighter than air, why does it always stick to you when Slimer slimes you?
2. If you get all your food from the take-away down the block, why is your fridge always full?
3. Why do all of the stories in your comic feature busts? Please could we have a story featuring the more down-to-earth parts of your lives.

— Christopher McLeod, Cleveland

Thanks for your questions, Chris. 1. Ectoplasm is one of those kinda' weird sides of Ghostbusting. We aren't always sure of what we're dealing with. The truth is that we don't really know for sure why it sticks. All I know is that I wish it didn't! Maybe it reacts when it hits something human! 2. Well, Ghostbusting is an

appetite-building way of life. We like to have a full fridge for those vital munchy moments. Besides, it makes Slimer feel at home! 3. Wow! You mean you actually want stories about us eating, sleeping and cleaning slime off the furniture! I thought you wanted to see all the exciting things we do, like zapping ghosts, uncovering ancient secrets and generally saving the world from destruction by demonic forces. Sorry, my mistake!

Why is it that on the front cover of issue 50 ECTO-X has two hands, but in the story he has one hand and a built-in Proton Gun.

— Mark Huskey, Boreham Wood

This is a pretty good question, Mark. The reason for it was because, like most robots, ECTO-X had removable limbs. When he was ready for action, we simply took his arm off and clipped on a Proton Gun! The wonders of modern science!

Would you like to get rid of Slimer for a couple of weeks? If so, send him up to Unst, one of the Shetland Isles. You can have my dog, Chip, in return. He's just like Slimer, but he's on a diet at the moment.

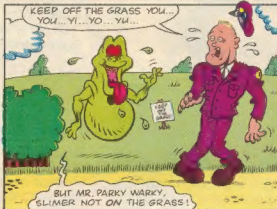
— Lucy Tuck, Unst

This seems too good an offer to refuse, Lucy! I would say yes, but Egon's still carrying out tests on Slimer and besides, I think Slimer might be able to eat an island, if it were small enough!

Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2



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What did the ghost writer say?
"I only write when the spirit moves me!"
— Mark Standlick, Bally Kelly

What did the monster say when he saw a sleeping man?
"Ah, breakfast in bed!"
— Luke Creedy, Derby

What kind of breakfast does Dracula eat in the winter?
Ready-neck!
— Andrew Davies, Runcorn

What do you call a monster with a car on its head?
Jack!
— Mark Flew and Simon Treadaway, Middlesex

What's green, slimy and travels down your nose at 125 miles per hour?
A Lamber-greeny!
— Andrew Martin, Devises

What is a ghostly sheep with no legs and head?
A cloud!
— Stephen Reed, Leeds

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FORBIDDEN PLANET

THESE ARE THE FORBIDDEN PLANET NEAR YORK

FORBIDDEN PLANET - 12

OXFORD STREET LONDON WC1A

100 - 10.45H 4.15H 6.15H 8.15H

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

FORBIDDEN PLANET

THESE ARE THE FORBIDDEN PLANET NEAR YORK

FORBIDDEN PLANET - 12

OXFORD STREET LONDON WC1A

100 - 10.45H 4.15H 6.15H 8.15H

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

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BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148

BUCHANAN STREET, GLASGOW

GLASGOW - FORBIDDEN PLANET - 148



THE MIGHTY MARVEL CHECKLIST

☐ **TRANSFORMERS 230** *Resurrection*, by Furman and Simpson, finds Megatron in danger of losing his mind – literally! Part One of **The Big Shut Down**, by Furman and Sullivan, has something shady happening on the beach. **PLUS** Part One of **Airshow**, an Action Force story by Hama and Trimpe.

☐ **THE REAL GHOSTBUSTERS 61** There's a knight to remember for Egon and Winston in a story by Freeman and Marshall, when our heroes visit England. Whilst over here, they encounter the **Demon Digger** in a Dakin, Elliott and Harwood story. Then it's off to London to tackle the **Tourists of Terror** by Dakin, Ilya and Harwood. A jolly spiffing issue, on the whole.

☐ **THE SLEEZE BROTHERS 2** More fabulous, futuristic farce featuring the disastrous duo who are to private detection what

Godzilla is to ballroom dancing. Join the mayhem as creators Carnell and Lanning tell us the story of **Reel to Real**, featuring a maniac plot to use the TV network as a murder weapon! And we thought Wogan was doing that already...

DON'T MISS...

☐ **THE PUNISHER 2** It's time to lock and load as the second bumper issue of **The Punisher** hits the streets! This week, our skull-adorned hero is out of prison and hunting the most powerful mobster of them all – **The Kingpin**! **Back to the War** is by Grant, Zeck and Beatty. There's also the second epic episode of **Robocop**, adapted by Harras, Saltares, Kupperberg and DeZungia.

ON SALE NOW!